



**SPORTS AND ATHLETICS SECTION
DIVISION OF COMMUNITY RESOURCES**

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ADULT "3 ON 3" HALF-COURT BASKETBALL LEAGUES

General Rules and Regulations

Please distribute copies to your players

(Updated 1/5/18)

I. LEAGUE LEADERSHIP

- A. Basketball leagues have been established to accommodate amateur teams interested in playing basketball in New Castle County. An amateur is anyone who was not under professional contract during the present year and the past year. This program is designed for adults who wish to play basketball in a competitive, but informal league.
- B. The basketball league will be under the direction of the Sports Administrator of the Sports and Athletics Section from the Department of Community Services, along with the Coordinator assigned to oversee the league.
- C. The New Castle County Site Coordinators will be responsible for direct supervision of the facility and management of games. They will record results of all games and will report any injuries, misconduct, or unsafe conditions to the County Sports and Athletics Office. They will take immediate action to resolve any protest or difficulties and their ruling will be final. (Managers are encouraged to settle a conflict rather than appeal to the coordinator).
- D. Each manager is responsible for the behavior and financial obligation of their team. Managers will receive all pertinent information from the Sports and Athletics Office, and may also submit any complaints or recommendations to the Sports Office.
- E. All participants including the staff of the NCCDCS must adhere to the policies and regulations of the various school districts and facility owner concerning the use of the gymnasiums.

II. ELIGIBILITY OF PLAYERS

- A. Teams are permitted a roster not to exceed 8 players.
- B. Completed rosters and waiver forms, signed by each player, must be submitted to the NCC Sports Office on or before the third week of play. Penalty = forfeiture.
- C. No roster changes may take place after the roster/waiver deadline unless using the "Emergency Roster Addition Procedure".
- D. A player is restricted to participate on the team for which he first plays and may not change teams. No player may play on more than one 3-on-3 team.
- E. The recommended age for participation in the league is 18 years and older. **Note:** One (1) 16 or 17 yr. old player is permitted to be on roster, but must have parental signature on participant waiver form.
- F. Co-recreational teams are not permitted unless special permission is granted by Sports Office.
- G. No active member of a college, junior college, club equivalent, or high school team is permitted to play.
- H. Players are permitted to participate in other winter recreational basketball leagues.
- I. A team may apply for an emergency roster addition when a forfeiture has resulted due to lack of players. A form with additional guidelines is available at the Sports and Athletics Office.
- J. Protest Procedure:
Protest must be lodged before the offending team and/or player questioned leaves gym.
Protest must be filed in writing and delivered to the NCC DCS Office within 48 hours from 12:00 midnight on day supposed ineligible player is used.
Coordinator shall review player's driver license or in absence of one, have him sign name and date of birth on piece of paper.
- K. In order to be eligible to participate in the playoffs, a player must be present at least one-half of the **playing nights** during the regular season. Sign-in log books will be monitored throughout the season by the NCC Site Coordinators. Team managers are also encouraged to keep their own attendance records.
- L. Managers must carry a completed copy of their roster to **all** games (especially during the first few weeks of the season until turned into NCC Sports Office) and must present the roster to the NCC Coordinator or opposing coach if requested.

III. FINANCES

- A. An entry fee of \$215 is required to join the league.
- B. Any team that drops out of the league will forfeit the entire fee.
- C. The entry fee includes use of facility, awards, equipment, part-time staff and general administrative costs.
- D. During playoffs, teams must pay \$11 cash per team/per game to referees at playing site. Teams generally play two or three additional games during playoffs.

IV. SPECIAL PLAYING RULES

- A. Regulation NFHS Basketball Rules will apply to all situations not covered in these rules and regulations.
- B. All games will be played on a one-half basketball court utilizing (or improvising) the appropriate floor markings. **(Three-point play will be in effect).**
- C. Length of Game:
 - 1. Each game, including warm-up will be allotted a 20-30 minute block of time as specified on the schedule. (1 full hour for a doubleheader).
 - 2. Teams will play two halves consisting of 20 points each (40 points total). A 1-2 minute rest period at the end of the first half is optional.
 - 3. Each team is permitted only one (1) 30 sec. time-out per half, except during last two minutes of the second game of a doubleheader and excluding stoppage due to severe injury.
 - 4. **At the end of the regulations contest, if the difference in the margin of points is within six (40-34), each team will be required to shoot six foul shots (without unnecessary delay) to achieve a final score and perhaps reverse the outcome of the game.** Three different players are required to shoot fouls (two each) for their team. Teams will alternate shooters at the foul line and the team trailing in points will shoot first. This procedure may not be utilized for the second game of a doubleheader unless the game has finished within the regulation time frame.
 - 5. Tie games and incomplete games may result and points will be awarded accordingly: 2 points for win, 1 point for tie, and 0 points for loss.
- D. Teams must have three players on the court throughout each game. Failure to field a full team five minutes after the designated starting time will result in forfeiture of the game. Exception: This rule may be opted to be waived by the team at full strength, in order to permit a "3 on 2" game, or a "2 on 2" game to be played.
- E. Free Substitution:
 - 1. Free substitution is permitted anytime a ball is not in play.
 - 2. In all cases, substitutions should be made promptly and cause no delay whatsoever to game. It is recommended that substituting players announce aloud their entry into the game in order to avoid any problems.
 - 3. Penalty: None, restart play if violation is called, and/or do not count goal if goal was scored by violating team.
- F. Start of Game:
 - 1. Home team will be given possession of the ball to start the game. The home and away teams are designated on these schedules. For doubleheaders, the teams must reverse roles for the start of the second game.
 - 2. A stationary offensive player begins play by executing a free (unguarded) pass-in beyond the top of the foul circle (at least 25 feet from baseline). **NOTE: A free pass-in that goes beneath the foul line may be defended by the opposing team.**
 - 3. Free pass-in will be awarded to the opposing team after each goal is scored.
 - 4. The team behind the score will be given a free pass-in to start the second half.
 - 5. Free pass-ins will be executed beyond the top of the foul circle after all stoppages in play.
- G. Possession of Ball:
 - 1. Each time the ball changes possession from one team to another during the game, the ball must be sent back (dribbled or passed) beyond the top of the foul circle before an offensive basket can be scored. This applies to the following situations: an "air ball" that is shot at the basket, a stolen pass, a stolen dribble, a blocked shot recovered by the defense, a stolen In-Bounds Pass. To avoid problems, teams should immediately declare aloud when the ball must "go back" to the top of the key. Penalty: if a violation is called aloud by the defense, the offense must restart to play beyond top of foul circle.
 - 2. When a ball is deflected out of bounds or thrown out of bounds, a Free Pass-In is awarded to the opposing team at the top of the foul circle.
 - 3. When two players have simultaneous possession of the ball, both players should immediately declare aloud a "jump ball" situation. On the first occurrence, possession of the ball is given to the team that is behind in the game and is alternated thereafter. A free Pass-In (top of the circle) is awarded.



4. No player, guarded or unguarded, may hold the ball in a stationary position longer than five seconds. This must be counted aloud by the defensive team 1001, 1002, etc. Penalty: Free Pass-In (top of the circle) awarded to the opposing team.
- H. Defensive Play:
1. Teams must play man to man defense. Women must guard women, and men must guard men. Play loose to avoid fouling. Defensive players may drop-off in the foul lane to help defend against the offensive clear-out play.
 2. Players must match up on all Free Pass-Ins.
 3. On all Free Pass-Ins, person guarding the ball must maintain a minimum five feet distance to the person passing the ball.
- I. Fouls and Violations:
1. All fouls must be called immediately, and possession of the ball is awarded to the offended team with no other option. Only the shooter may call fouls committed against him.
 2. Shooting Fouls: A Free Pass-In is awarded to the offensive team at the top of the foul circle.
 3. All other personal fouls will result in a Free Pass-In (top of the circle) awarded to the offended team.
 4. All other mechanical violations, such as traveling with the ball, double-dribble, up and down, charging, three seconds in lane, etc. may be called against the violating player. Penalty: loss of ball - a Free Pass-In (top of the circle) is awarded to the opposing team.
 5. The New Castle County Site Coordinator may remove a player from a game for unsportsmanlike behavior (namely, profanity will not be tolerated).
 6. The New Castle County Site Coordinator may terminate a game for excessive fouling.

V. LEAGUE FORMAT

- A. The season shall consist of a minimum number of games (8 doubleheaders or 16 games) based upon the availability of the facilities and school holidays. Every effort must be made to complete the season by March 15 if necessary, teams may be required to play a few evenings of double-header games or play on nights normally off.
- B. Regular Season standings will be based upon: a) Most win/tie points, b) Head to Head Competition, c) Series point Differential, d) Least points allowed in common intra-divisional games, e) Least points allowed versus common playoff opponents, f) etc. Standings will be posted at the gymnasiums on a weekly basis by the New Castle County Site Coordinator. **Note:** If there is an unequal number of games among teams on the original schedule, the worst game of the team(s) playing the extra game(s) may be dropped when calculating the final standings.
- C. Playoffs (subject to change):
 1. The top 1/3 – 1/2 of the teams in each league will be included in the playoffs. Exception: A forfeit during the regular season may cause disqualification.
 2. A single elimination tournament will be conducted with one “cash” official at each playoff game; if available.
 3. Teams will be seeded based upon overall record. Opening round games may include cross-league competition.
 4. Game results will be reported to the News Journal Papers by Site Coordinators (playoffs only).
 5. Each member of the championship and runner-up teams will receive a special award; the sponsors will be awarded a silver bowl, and team sportsmanship award may also be given.
 6. Single elimination playoff games will be played to 50 points.
 7. Round-Robin playoffs will be decided by:
 - a) 40 point games
 - b) most win/tie points
 - c) head to head competition
 - d) total point differential ((PF -PA) in all bracket games
 - e) least amount of points given up - in all bracket games
 - f) (i) twelve (12) point shoot-out at foul line: teams alternate - 3 players/4 shots - Most made wins
(ii) sudden death from foul line: teams alternate - 3 players/1 shot - first advantage wins
 8. Best record (or coin flip, if necessary) will be used to determine possession at the start of the game. The team behind will be given the ball to start the second half.
 9. One (1) 30 second time-out per half. Additional time-out will result in a technical foul shot for the opposing team, plus possession of the ball for the opposing team.
 10. All games must be played to a minimum of 40 points. If the foul shot procedure is used, the game may end in a tie.



11. Coaches and substitute players must remain seated as per Federation Rules. (Penalty: 2-shot technical, plus possession).
 12. Each team must provide an official scorer to jointly maintain a score sheet on the game. All personal and technical fouls must be recorded.
 13. The official will attempt to use preventative officiating (verbal cautions) when possible, so as not to interfere with the routine style of play. Routine fouls and violations will be called in order to control the game. Normal procedures for possession of the ball, as specified in the league rules, will be followed.
 14. Each player is allotted only three (3) fouls per half. A player is removed from the game after receiving his third foul for the half or fifth foul for the game. Players with five (5) fouls are not permitted to shoot fouls for their team at the end of the game.
 15. All technical and intentional fouls (shooting and non-shooting) will carry the weight of two (2) foul shots, plus possession of the ball at the spot out-of-bounds nearest the fouls. (See Rule VII-M for further clarification).
 16. An official may remove himself from the game if there is a general lack of cooperation. If this should happen, the team displaying the best sportsmanship will advance on in the tournament.
- D. Special procedures for 3 team round-robin playoff bracket (40 point games): **Step I:** a) Coin flip and odd team sits out, b) Remaining two teams play, c) Loser plays bye team, d) Winner of first game plays bye team, e) If someone goes 2-0, they win bracket; **Step II** (If above 3 teams tie at 1-1): a) Move to single elimination with 20 point games b) Coin flip and odd team sits out, c) Remaining two teams play, d) Foul shots taken only if within 4 points at end of game, e) If tie after foul shots - sudden death at foul line involving top 3 shooters - first advantage wins.
- E. For information regarding possible cancellations due to inclement weather, team managers may call the Inclement Weather Message after 3:00 p.m. or listen to the radio for school closures. (The number for the weather line is 395-5891). Managers must not rely solely upon the radio announcements, since numerous programs are conducted throughout the county and information is sometimes broadcasted improperly. If ever in doubt, contact your league coordinator or drive carefully to the playing site to see if they are on.

VI. EQUIPMENT AND HOME TEAM RESPONSIBILITIES

- A. Uniforms are not required, but appropriate athletic attire must be worn. Players on the home team are encouraged to carry a white T-shirt with them to help differentiate between team members if necessary.
- B. Teams are to provide their own leather basketballs. Team managers, upon agreement, may select the best ball to be used.
- C. All teams are to provide their own first-aid supplies. All managers are advised to carry additional liability coverage on their homeowner's insurance policy while acting in a volunteer leadership capacity.
- D. All participants are advised to carry some form of personal medical coverage.
- E. Score sheets will be provided by New Castle County. The home team must supply an official scorer (may be a player or non-player).
- F. Volunteer officials are permitted to work if agreed upon by both managers.
- G. No hats, jewelry, etc. may be worn during play.
- H. The winning team must report the game score to the site coordinator before leaving the facility. The site coordinator is responsible for reporting the game results to the overall coordinator of the league at the end of the night of play.
- I. Team managers are asked to report to their league coordinators any major injuries which occur during the course of a game. **DO NOT** move any player that appears to have a head, neck or back injury. Call **911** for proper assistance.
- J. Players with open wounds or blood spots on their game jersey must leave the game and adhere to proper medical and safety procedures before returning to play.
- K. Team member, referees, etc. are not permitted to enter a playing site unless the NCC Coordinator is present.

VII. CONDUCT OF PLAYERS, COACHES, AND MANAGERS

- A. No player, coach, or manager may participate in a league game while under the influence of intoxicants. Banishment from the building shall be the punishment for the first offense. If the same offense is committed again, the individual will be dropped from all league participation. This rule is to be strictly enforced by each team upon notification from the officials or site coordinator.
- B. Any reports of a player guilty of misconduct shall be reviewed and decided upon by officials of the Department of Community Services. Severe infractions may result in suspension from all Sports and Athletics Section activities.
- C. All Board of Education Rules governing the use of their facilities must be obeyed as a part of these rules and regulations.



- D. Players who are on long term suspensions from other sports leagues may be barred from participation in the New Castle County 3 on 3 Basketball League.
- E. Any player who is ejected from a game for unsportsmanlike conduct by a coordinator must leave the gym facility immediately and will receive a minimum two-week suspension.
- F. **Fighting will not be tolerated and will result in automatic ejection for the aggressor from the league for the remainder of the season.**
- G. Spectators are not permitted in gym during regular season. Spectators are permitted during playoffs and children under 13 years of age must be supervised by a non-playing adult.
- H. Dunking the ball is not permitted at any time.
- I. Any team who plays a player under suspension will lose that game on a forfeit and be subject to additional disciplinary action.
- J. Players with a pattern of poor behavior in the past will be subject to more stringent penalties
- K. Any player reported for unsportsmanlike conduct at the end of the season or during the playoffs could be subject to a carry-over suspension for the following year.
- L. **FOOD, BEVERAGES, AND SMOKING ARE PROHIBITED AT ALL FACILITIES.**
- M. During the playoffs, **NO** shouting or profanity will be tolerated by the officials. Penalty: Technical Foul - immediate two (2) shot foul for the opposing team, plus possession of the ball. The official may eject the player on the first technical if necessary. Two technical fouls called against a player during the night of play will result in automatic ejection from the facility. Any player ejected from the facility due to a technical foul(s) will be declared ineligible for the remainder of the playoffs.
- N. Teams must leave the facility parking lots immediately following their games. Those who loiter or leave debris will be ejected from the league.
- O. Any player or coach who makes a verbal threat at any time to a staff member or official will receive a minimum six (6) month suspension from all NCC sponsored sports activities.

VIII. OFFICIATING COMPLAINTS/COMMENDATIONS

Any complaints/commendations regarding officiating must be submitted in writing to the Sports and Athletics Section in order for effective action to be taken. Your letter will be carefully reviewed, and a copy will be sent to the Executive Board of IAABO, Board #11.

Complaints: Depending upon the severity of the situation, a recommendation may or may not be made by our office. In either case, the letter will be documented and your input will be beneficial in helping to assess future complaints on a particular official. Please recognize that complaints from a winning team are more often held in higher regard than those from a losing team.

IX. ASSUMPTION OF RISK

The Recreation Division of the New Castle County Department of Community Services and its officers assume no responsibility for injuries to the members of any team holding franchise in this league, no matter under what circumstances incurred, and adoption of these rules by the team managers shall be the equivalent of full and lawful release and discharge of any claims that any members may have or that may arise in the future against any of the above-mentioned for injury to their persons or property.

X. SAVING CLAUSE

If any clause, sentence, paragraph, section, or portion of these rules and regulations for any reason shall be adjudged invalid by a court having jurisdiction, such judgment shall not affect, impair, or invalidate the remainder of these by-laws not directly involved in the controversy in which judgment is rendered.

